CRASH NITRO KART™

UNIVERSAL INTERACTIVE

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-51511

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 175KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players • Analog Control Compatible: all buttons • Vibration Function Compatible

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Crash Nitro Kart™

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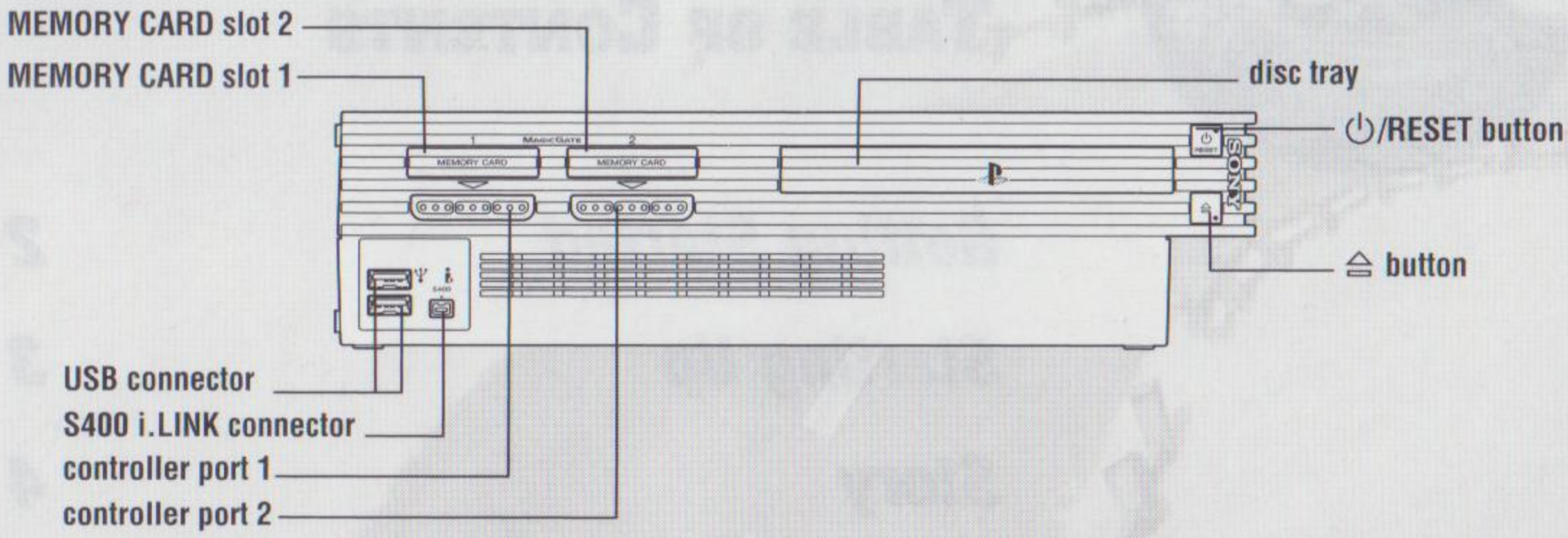
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button and the disc tray will open. Place the *Crash Nitro Kart™* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow the on-screen instructions and refer to this manual for information on using *Crash Nitro Kart™*.

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.
Once the game has booted up, a language selection option appears on screen. Choose your language from English, French, German, Italian, Spanish and Dutch.

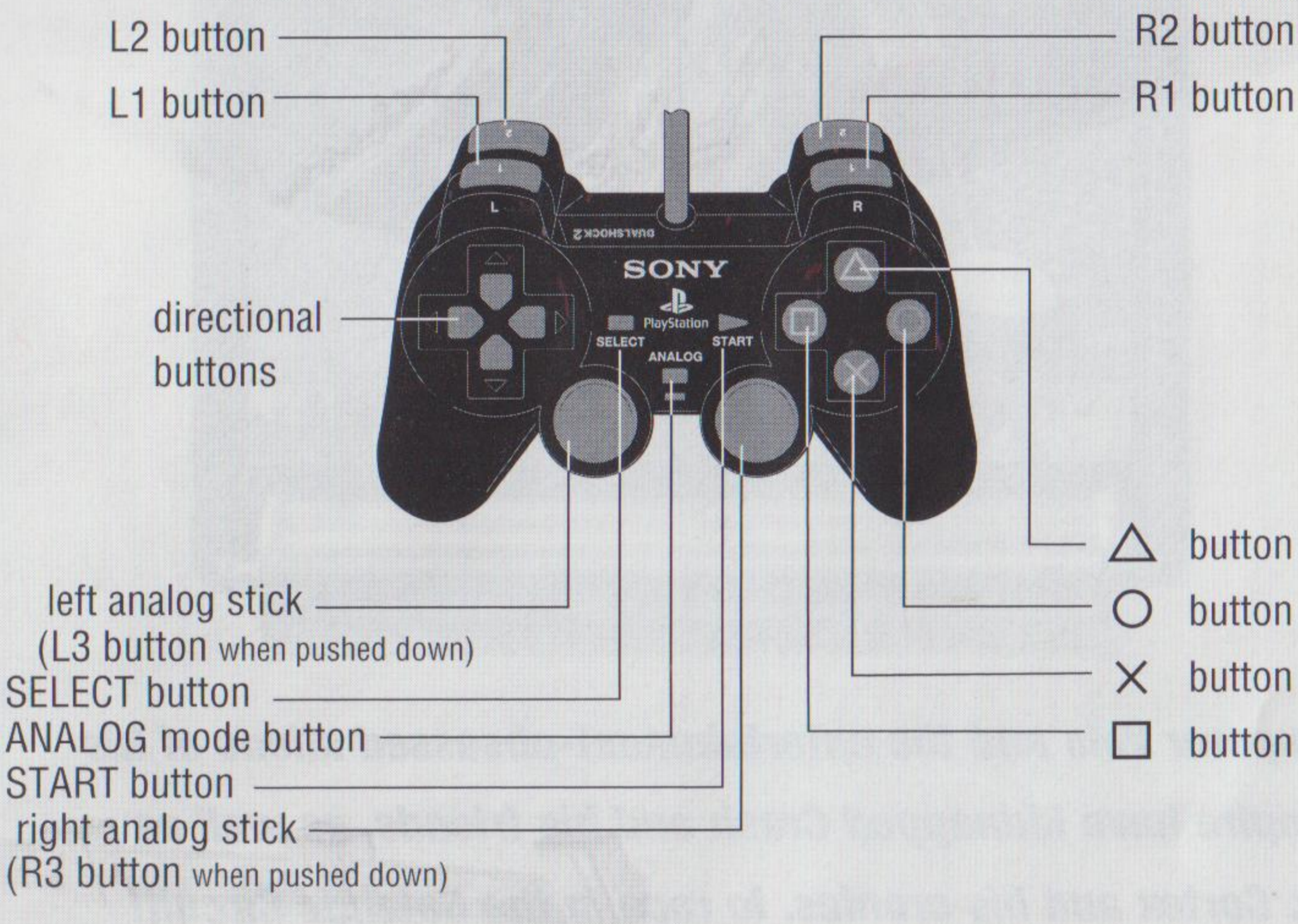
Memory card (8MB) (for PlayStation®2)

Crash Nitro Kart™ lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.
Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

This title uses an Autoload feature on boot-up as the only method of loading options data. To load options data make sure that your memory card (8MB) (for PlayStation®2) containing Crash Nitro Kart options data is inserted in MEMORY CARD slot 1 prior to switching on your console.

STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



To play with 4 players using a multitap (for PlayStation®2), insert the multitap (for PlayStation®2) into controller port 1. Insert the controllers sequentially into controller port 1-A, controller port 1-B etc. Insert your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1-A.

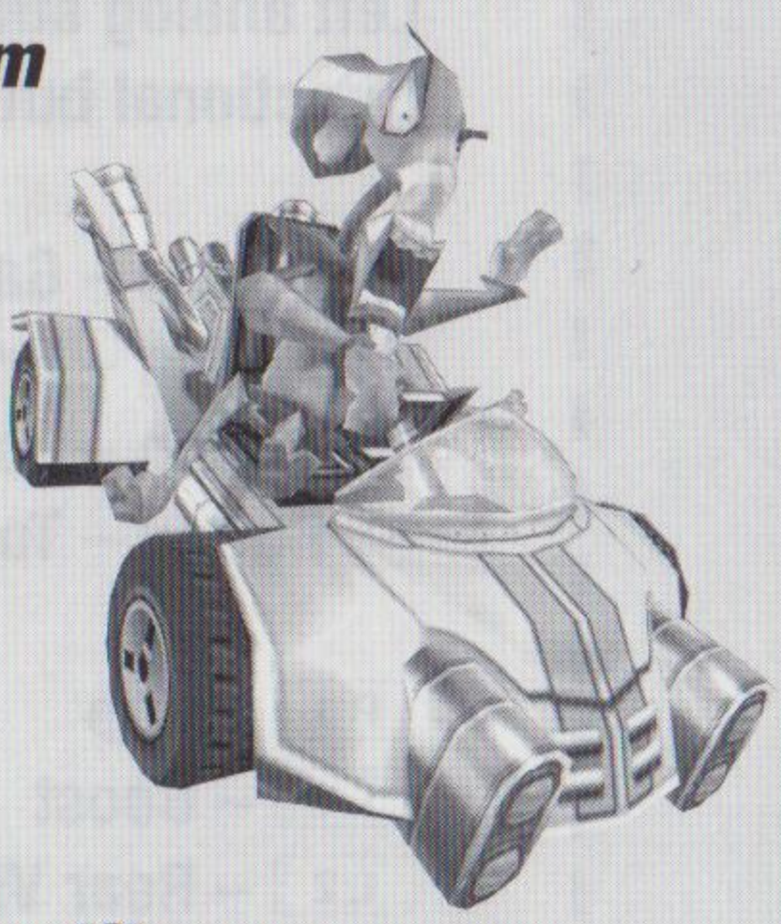
Left analog stick – Steer
Directional buttons – Steer

⊗ Button – Gas
□ Button – Brake/Reverse
○ Button – Use Power-up
△ Button – Toggle Map/Speedometer

R1 – Hop
L1 – Boost
L2 – Rear View
R2 – Team Frenzy
SELECT – Change View

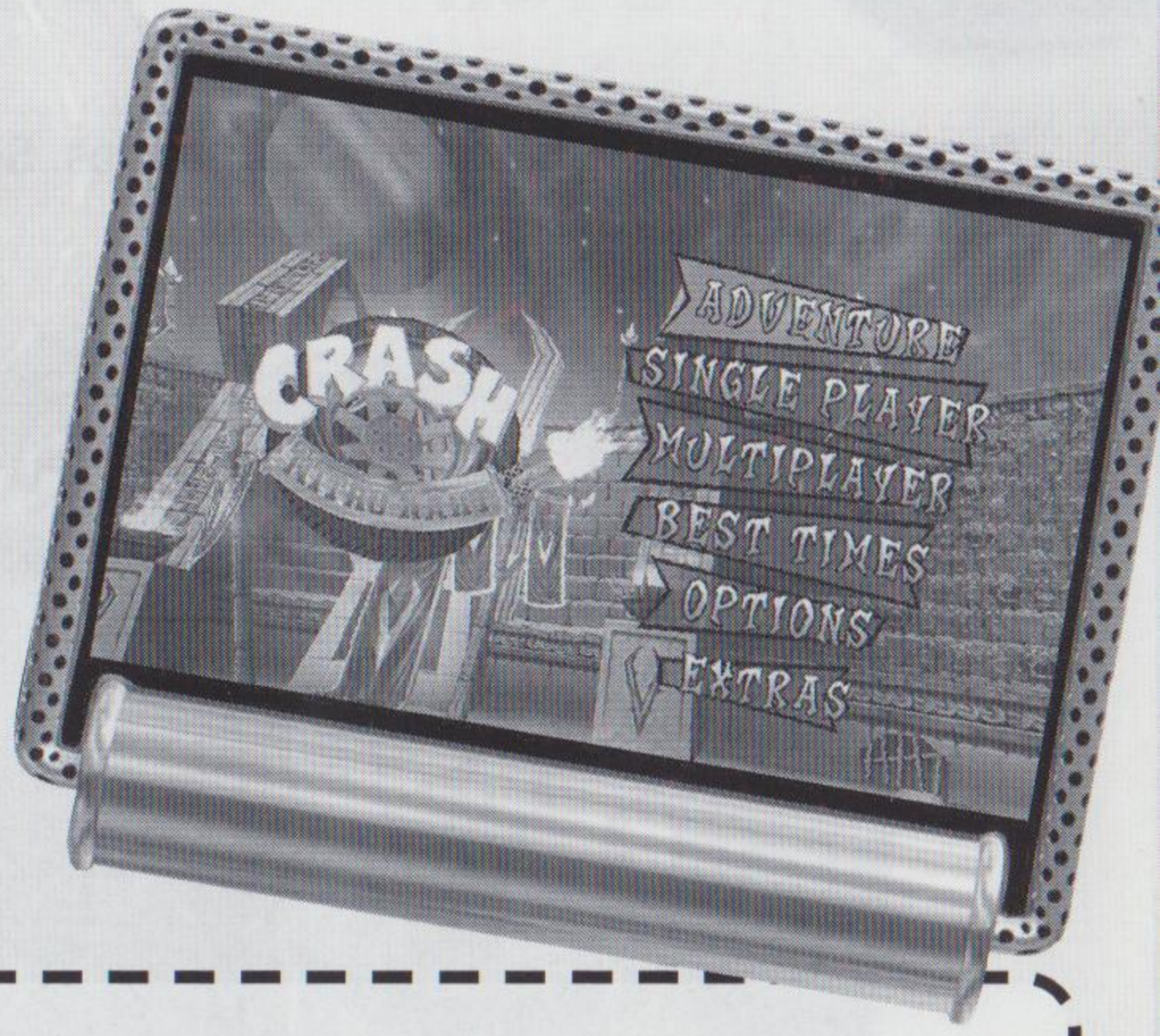
Story

Emperor Velo and the entertainment-obsessed aliens of his empire have kidnapped Crash and his friends, as well as Dr. Cortex and his cronies, to race in the Galactic Circuit! Faced with the threat of Earth's destruction, both teams submit to his whims. Dr. Cortex and his team of evildoers plan to defeat Velo in the final showdown, which will determine who will return to Earth as its conqueror, but they'll need to get past Crash and Team Bandicoot, who plan to thwart Team Cortex and return home in time for a nap. In order to face Velo, however, they'll need to win every race in the Circuit, a competition that spans numerous alien worlds and features a motley crew of the Emperor's fastest competitors.



Main Menu

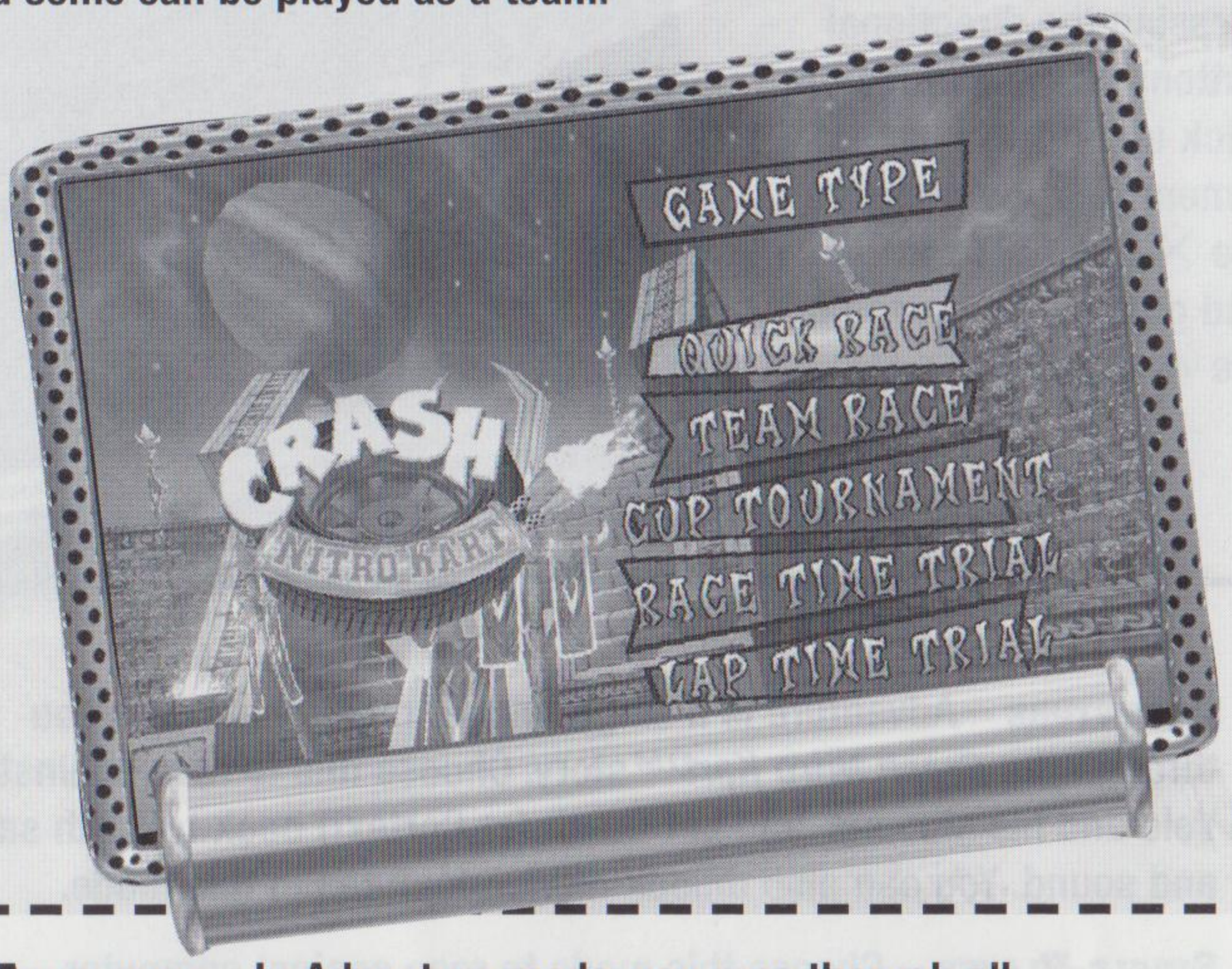
Navigate the menus by pressing the directional buttons or the left analog stick up or down. Select a menu item by pressing the ⊗ or START button, and go back by pressing the △ button.



- **Adventure** – Adventure is a single-player mode that takes you through the *Crash Nitro Kart™* story. Choose this to race against Velo and his minions, and get Crash (or Cortex!) back to Earth safe and sound. You can also unlock hidden features in this mode.
- **Single-Player** – Choose this mode to race against computer opponents in a Quick Race or a Cup Race, race with a computer-controlled buddy in Team Race, or play Time Trial to set your best time records and unlock ghost challenges.
- **Multiplayer** – Select this mode to race or battle against up to three of your friends.
- **Best Times** – View saved best times for each track and challenges.
- **Options** – Adjust the sound and controller options for each player here.
- **Extras** – Access unlocked extras here, such as the Arena Editor and Cut Scenes.

Race Modes

Crash Nitro Kart™ **has six racing modes. Some of them are free-for-all, and some can be played as a team.**



- **Adventure** – In Adventure mode, you race through all the different tracks and arenas, collecting as many Trophies, Relics, Boss Keys, CNK Tokens, and Gems as you can. Learn more about Adventure mode on page 9. This mode is single-player only.

- **Race Time Trial** – Race Time Trial is a one-player mode where you try to set the best time on any of the tracks in the game. In this mode, there are no other racers to slow you down, and no crates to help you out. Jump and boost your way through three laps as fast as you can. After you finish the race, you can save your "ghost" (a replay of your race). The next time you play, you can load a ghost or challenge your friends to beat your best time. Beat the best times to unlock and challenge the galactic champions' saved ghosts. This mode is single-player only.

- **Lap Time Trial** – This mode is just like Race Time Trial, except that you're racing to get the best time for a single lap around the track. After you finish a lap, your "ghost" will appear. The ghost is a replay of your fastest lap. Whenever you get a better time on a lap, the old ghost will be replaced by the faster one. This mode is single-player only.

- **Quick Race** – A Quick Race is the fastest way to get your race on. Just pick your racer, select a track, and race! You can also adjust the computer players' skill level, as well as the number of laps. This mode is single-player only.

- **Team Race** – Join forces with a computer-controlled buddy to win the race! Stay close to your teammate to charge up your Team Meter. When it's full, press the R2 button to activate team frenzy—then blast your opponents and take the lead! This mode is single-player only.

- **Cup Tournament** – In a Cup Tournament, you compete against other racers on three different tracks. At the end of a track, the racer in first place gets nine points. The second place kart is awarded six points. Third place gets three points. Fourth place gets a measly one point. At the end of the three tracks, the player with the most points wins the cup. This mode can be played by up to four players.

Battle Modes

In Battle Mode, instead of racing on tracks you speed around battle arenas, collecting weapons and attacking your opponents. There are five battle modes in *Crash Nitro Kart™*. Each mode can be played by two to four players.

- **Limit Battle** – In this game, the object is to hit your opponents with weapons and traps as often as you can while getting out of the way of their attacks. Zoom around and smash item boxes to pick up offensive or defensive weapons. You set a point and a time limit when you start the game, and whoever gets enough points or has the most points when time runs out wins! You can play this mode free-for-all or with teams.

- **Last Kart Driving** – In Last Kart Driving, you play until you run out of lives. You lose a life every time you get hit by a weapon or hazard, or fall into a pit. Get rid of your opponents before they get rid of you. The last kart driving wins! You can play this mode free for all or with teams.

- **Crystal Grab** – In Crystal Grab, you fight against your opponents to collect all the crystals in the arena. Attack your opponents to get them to drop their crystals, and then steal them. But be careful, they can do the same to you. You can play this mode free-for-all or with teams.

- **Capture the Flag** – The object of this two-team game is to capture the other team's flag and bring it back to your flag. Race your karts to your opponents' side of the map and drive over their flag to grab it, then drive over your flag's base to capture it and score a point. To get enemies to drop your flag, hit them with any weapon. Once they've dropped it, drive over it and it will return to your base. The flags are very heavy though, and will slow down any kart that is carrying one. The game will end when time runs out or when one of the teams has gotten enough points, whichever comes first. This is a team-only game.
- **Steal the Bacon** – This mode is just like Capture the Flag, except the two teams are fighting over one flag that is situated in the middle of the arena. Speed out and grab the flag, then bring it back to your base.

Adventure Mode

In Adventure mode, you will journey through five different worlds as you race for your freedom. You'll start out in Velo's Coliseum. From here you can get to any of the other worlds through the World Gates. At first, most of them are locked. You'll have to beat one world to get access to the next one. You will journey to Terra, Barin, Fenomena, and Teknee. Once you're in a world, drive onto a warp pad to start a race. When you win all three trophies in a world, you will challenge that world's champion. If you manage to defeat the champion, you will win a World Key. This key will unlock all of the special modes in that world and the next World Gate. These are the special modes that you can unlock:

Relic Race: In this mode, you must race the track alone as fast as you can and complete three laps in the fastest time possible. To help you, Time Crates are spread throughout the track. When you run into one of these, you will freeze the clock for the number of seconds indicated on the box. If you collect all the relic crates on a track you will get a –10 second bonus on your final time. Win relics by beating the time indicated on the screen for each relic type.

CNK Challenge: This is just like a normal race, except that you must collect the letters *C*, *N* and *K* which are scattered throughout the track. If you can collect all three letters and still manage to come in first place, you will be awarded a CNK Token. There are four different colors of tokens. If you collect four tokens of the same color, you will unlock that color Gem Cup.

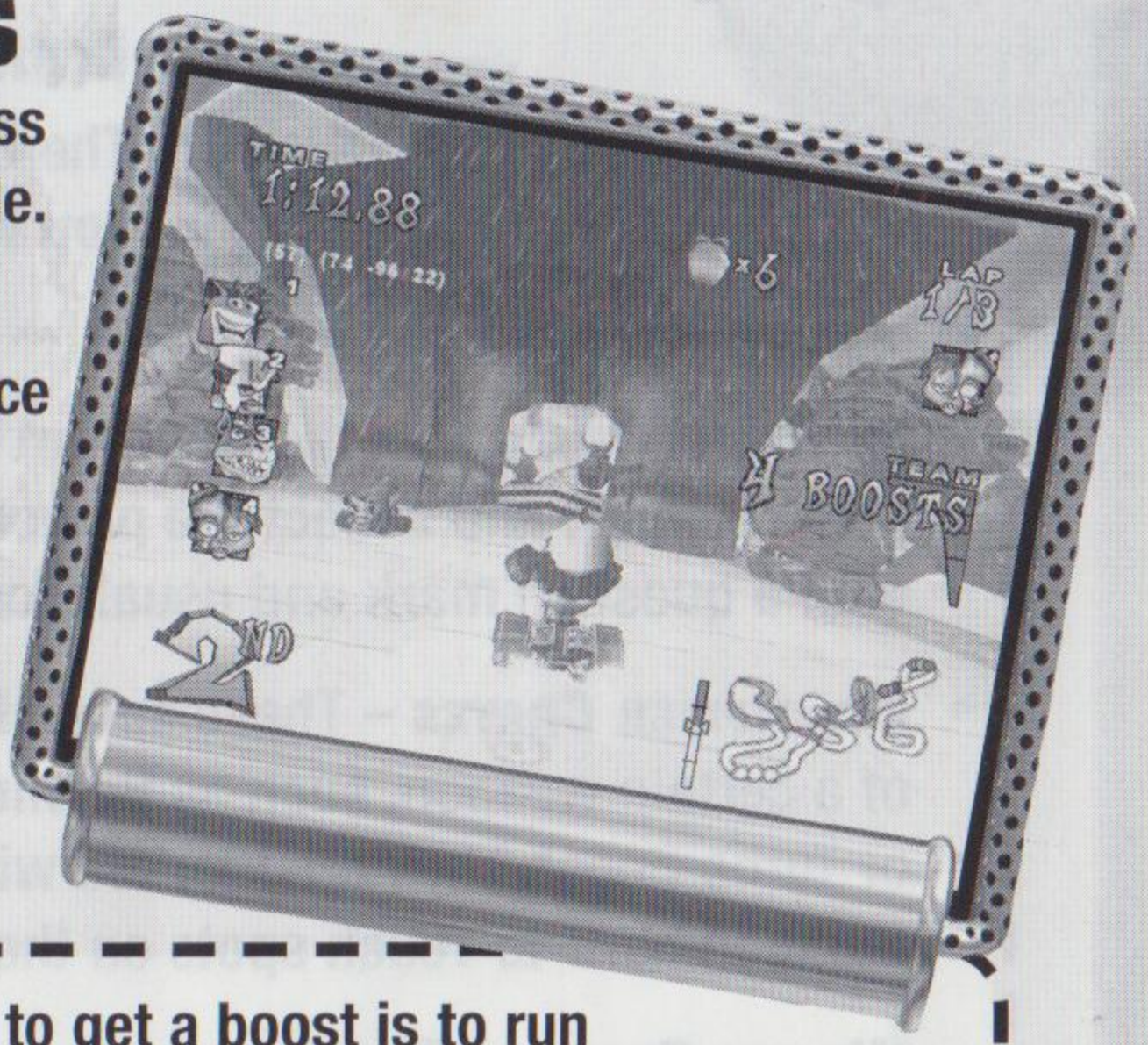
Crystal Arena: Once you beat the boss of a world, you will be able to unlock the Arena there. In the arena, 20 crystals are spread about. If you can collect all the crystals before time runs out, you will be awarded a CNK Token.

Gem Cups: A Gem Cup is a Cup Race against computer opponents. The Gem Cups are accessed through a World Gate in Velo's Citadel. If you win one of these cups, you will be awarded a Gem.

To defeat Velo and get back to Earth, you'll need to collect all 12 trophies and all four boss keys. Once you collect these items, you'll earn the right to challenge the Galactic Champion on his personal racing track. If you manage to beat him there, then freedom is yours…or is it?

Kart Power-ups

You will find these scattered across the track while doing laps or battle.



Boosts

Boosting is crucial to winning a race in *Crash Nitro Kart™*. Every time you boost, you'll go a bit faster than your kart's normal top speed for a little while. There are a few ways to get a boost in CNK:

- **Boost Pads** – The easiest way to get a boost is to run over one of the black-and-green boost pads that you'll find throughout the tracks. Make sure you hit as many of these as you can, because you know your opponents will!
- **Starting Boosts** – If you pump the gas at the start of the race, you can get a boost off the line.
- **Aku Boost** – If you press and hold the gas button at the right time when you're being reset onto the track by Aku Aku or Uka Uka, you can get a boost to help you catch up.
- **Turbo Canisters** – Another simple way to get a quick boost is to pick up one of these turbo canisters from an item crate. Just hit the fire button and take off!
- **Jumping Boosts** – If you hit the jump button just as you go over a ramp, your racer will fly into the air. The higher you can get your kart to go, the bigger a boost you will get when you land. Fly through the air as high as you can to get ahead.
- **Power Slide Boosts** – Power Slide Boosts are difficult to master, but they'll give you a huge advantage on the track. To do a Power Slide Boost, go into a power slide by holding down the hop button, and steer left or right before your kart lands. While sliding, the curved boost gauge will appear next to your kart. When the gauge goes from green to red, press the boost button and your kart will get a boost. After every boost, you can get another one by pressing the boost button when the gauge turns red. Remember that the higher the meter goes, the more powerful the boost you'll get.

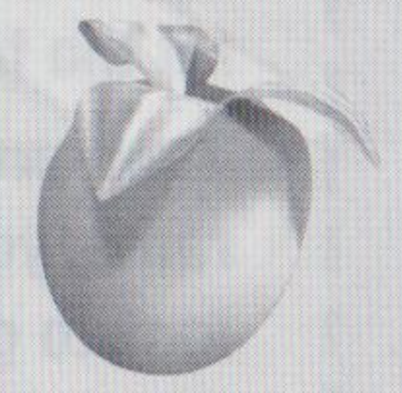
Crates

There are four types of crates that you will run into on the tracks.

- **WEAPONS CRATES** – Drive your kart through a weapons crate to break it apart and collect the power-up inside. These are marked with a question mark and usually come in sets of four.
- **MULTIPLIER CRATES** – These special weapons crates contain three of a certain weapon, such as Bowling Bombs, Homing Missiles, or Turbo Boost. They are marked with an "X" and are usually found in hard-to-reach spots on the track.
- **WUMPA CRATES** – These crates full of wumpa will help you get juiced quick! Run through one to pick up a bunch of fruit. Wumpa crates are unmarked.
- **ACTIVATION CRATES** – These crates don't give you anything when you drive through them. Instead, they activate a trap to slow down the other racers! Crash through them at the right time to see your opponents flattened, burned, or rolled over. These crates are marked with an exclamation point.

Power-ups

These useful items can be found in the Weapons crates, but your kart can carry only one of them at a time. When you have collected 10 wumpa fruit, your weapons become juiced for even more power!



TURBO BOOST – A free bottle of boost! Use this to get an extra boost of speed and zip ahead of your opponents or out of the way of a missile.

Juiced – Get an even longer and bigger boost.

BOWLING BOMB – When Velo goes bowling, he doesn't fool around! These bombs shoot out from your kart in a straight line until they explode against a wall or, hopefully, another kart! If your aim is a little off, you can detonate the bomb remotely when it's next to your target. To do this, just press the fire button again.

Or if there's a kart (or missile) on your tail, hold down on the directional buttons or left analog stick and press the fire button to shoot the bomb backwards.

Juiced – The bomb moves faster and the explosion radius is even bigger.

Homing Missiles – These lock onto the nearest opponent you can see and zoom after him. They'll explode on contact and send your target into a killer tumble. If you see a set of crosshairs on your character, it means you've been targeted, so start dodging!

Juiced – The missile goes faster and tracks better.

TNT Crate – Drop these on the track to give the racers behind you a nasty surprise. If you run into one of these killer crates, it'll latch onto your head and start counting down. When the timer runs out, you'll wipe out when it explodes in your face. Try hopping madly to get it off your head.

Juiced – Your TNT crate will be upgraded to a green Nitro crate that will explode as soon as someone hits it.

Static Orb – These freestanding spheres of electric charge will shock anyone foolish enough to drive into one. Not only will it slow them down, but it will also short out the circuits in their kart and change their weapon to something else.

Juiced – The orb will now be drawn to the karts that drive by it. It will also short out the karts even more, causing their steering to be reversed for a short time.

Invincibility Mask – Activate this item to get your team's mascot to spin around your kart in a protective shield for a short time. While the mask is active, weapons and hazards can't hurt you, and any karts that you "accidentally" bump into to will spin out. You'll also go slightly faster while you're using it. Be careful not to fall off the edge though, or you'll lose your invincibility.

Juiced – Your mascot mask will stick around even longer.

Power Shield – This protective green bubble will save you from getting hit by one weapon or hazard. You can also attack your opponents while it's on by bumping into them. Once you get hit by something or run into someone, the shield will disappear. It will also fade away after a few seconds, even if you don't use it.

Juiced – The blue juiced bubble still goes away when you hit something, but it has no time limit.

Ice Mine – This mine will put anyone who runs over it into a giant ice cube that causes their kart to spin out. Put it near tight corners to cause less wary racers to fly right off the edge. If you need to slow down someone in the lead, you can also hold up on the directional buttons or left analog stick and press fire to toss the ice mine ahead of you.

Juiced – The ice cube will take longer to melt and cause the kart to drive like it's on ice.

N. Tropy Clock – This wicked watch will let you alter time and slow down every other kart on the track. When you activate it, everyone else will spin out and time will slow down for them. You'll be protected from the time vortex and speed by the other racers as they crawl along. This is a great way to come from behind, so take advantage of it. This item is found only in race modes.

Juiced – The time effect will last even longer.

Tornado Top – You can easily even the odds a little with this powerful item. When you release this super cyclone, it will immediately home in on whoever is in first place and catch his kart up in a mini tornado. Of course, anyone unlucky enough to get in its path on the way to its target will also get caught up in a tiny twister. You'll find this item only during race modes.

Juiced – The top will go even faster than normal.

Invisibility – Turn this on to become invisible to all your opponents. You'll still see a shadow of yourself, but no one else in the arena will be able to see you or your arrow. Great for sneak attacks or flag steals, this item is only available in battle mode.

Juiced – Stay invisible for even longer.

Super Engine – Replace the engine in your kart with something pumping out a bit more horsepower. For a short time, whenever you press the accelerate button, you'll zip around faster than any kart in the arena. It's just the thing for outrunning speeding missiles or grabbing a flag. The engine will run out after a few seconds, so use it or lose it! This item is available in only battle mode.

Juiced – The engine lasts even longer.

Red Eye Missile – Fire off this super warhead to track down your enemies wherever they go! This special version of the homing missile comes with a remote control and a video monitor. Once you fire it off, you can press the fire button again to take control of it. You'll be able to see from a camera in the nose of the missile. Steer it towards your enemies using the left analog stick. If it hits a wall or a kart, it will explode, damaging anyone nearby. But remember, you can't drive around while you steer the missile, which makes your kart a sitting duck! You'll pick up this special missile in only battle mode.

Juiced – The explosion from the missile is even bigger, and the missile is easier to steer.

Options

Main Menu Options

To navigate the Options Menu, press the directional buttons up or down to select an option, then press left or right to change it.

FX Volume

Adjust the volume of the sound effects in the game.

Music Volume

Adjust the volume of the music in the game.

Voice Volume

Adjust the volume of the characters' voices.

Controller Vibration

Set controller vibration on or off.

Controller Configuration

Choose from different controller setups.

Hints and Tips

Avoiding Missiles

Missiles can be tough to get away from, but there are a few tricks you can try to get out of their path. The easiest way to escape a missile is to drop an item (like a TNT crate or an ice mine) behind you or shoot a bomb backwards at it. The closer the missile is when you do this, the better the chance you have of blocking it.

Shortcuts

There are several shortcuts throughout the tracks that you can take to the get ahead of the competition. Keep an eye out for them off the beaten path.

Get Juiced!

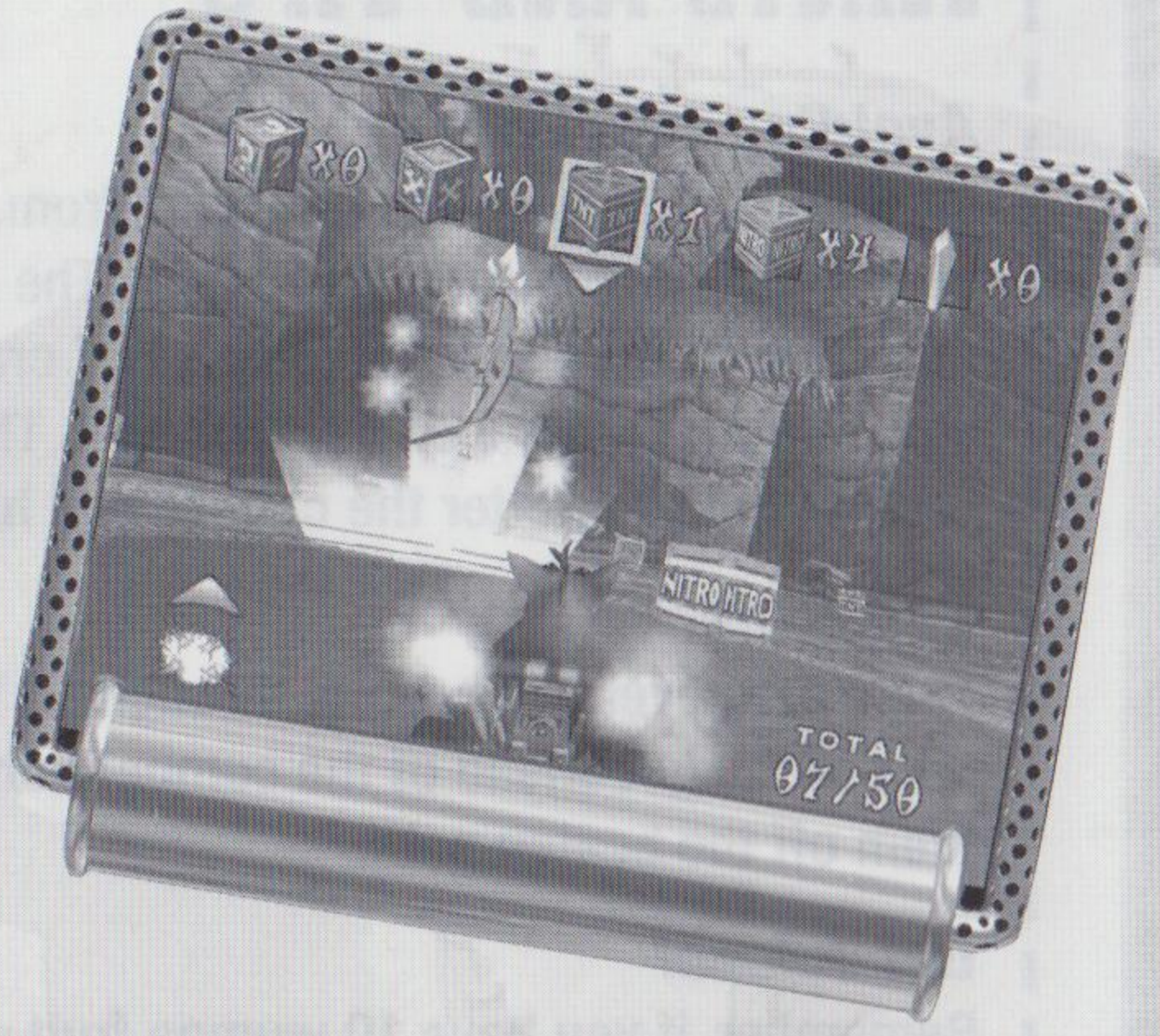
Remember, if you have 10 wumpa fruit, you'll become juiced. This means that your top speed goes up and all your weapons are more powerful. Being juiced can give you the edge you need to win a race.

Team Power-up Meter

If you are in range of your teammate, then your team meter will slowly fill up. Once it is full, you can activate your team frenzy ability with the R2 button. Using this will give you unlimited weapons for a short time. When your team meter empties, or if you are attacked by an enemy, or if you fall off the track, your frenzy will end.

EXTRAS

Crash Nitro Kart features some exciting extras.



Arena Editor

This gives you the power to put items wherever you want in the Battle Arenas. Placing items is like playing the game. Drive around the arena, then hit the power-up button to drop the item. It's as simple as that!

To select an item to drop, use the toggle HUD button. This will cycle through all the different objects:

- *Wumpa Crates.* These are for all Battle Modes.
- *Power-Up Crates.* These are for all Battle Modes.
- *Multiplier Crates.* These are for all Battle Modes.
- *TNT Crates.* These are for all Battle Modes.
- *NITRO Crates.* These are for all Battle Modes.
- *Crystals.* These are for Crystal Grab Mode.
- *Red Team Flag.* This is for Capture the Flag Mode.
- *Blue Team Flag.* This is for Capture the Flag Mode.
- *White Flag.* This is for Steal the Bacon Mode.

Using the toggle HUD button, you can also highlight the "destroy" icon in the lower left corner. When this is highlighted, you can remove any object on the map by running into it.

When you're finished, just hit the START button. From the Pause Menu, you can then select "save arena" to save your work.

However, to make sure your arena works with all Battle Modes, you must place these items before you can save:

x 3 weapon crates

x 1 multiplier crate

x 1 crystal

x 1 red flag

x 1 blue flag

x 1 white flag

Once you've saved your arena, you can quit the Arena Editor. The next time you load up Battle Mode, select the name of the arena you modified. Then select "Custom Arena" instead of "Default Arena." The game will load your arena. Now you're ready to play!

Cutscenes

This lets you watch cutscenes from Adventure Mode. Press the directional buttons left or right to switch between Team Bandicoot and Team Cortex, and press up or down to choose the movie you want to watch.

However, you can only watch cutscenes that you've unlocked. If you want to see them all, you'll have to beat Adventure Mode with both teams!

Credits

The credits list the names of all the wacky people who made the game you're playing. There are a lot of names, aren't there?

Karts and Characters

Crash Bandicoot

Crash is strapping himself in his kart, getting ready to lead Team Bandicoot to victory! His medium build makes him an all-around racer with exceptional acceleration.

Acceleration: Excellent
Top Speed: Average
Turning: Good

Coco Bandicoot

Crash's smart kid sister now has all-new vehicles to toy with. She has programmed her kart's wheels to balance their speed better, which gives her much better turning ability.

Acceleration: Average
Top Speed: Good
Turning: Excellent

Crunch

Originally created by Dr. Neo Cortex to destroy Crash, Crunch had a change of heart and joined the bandicoot family. His tremendous bulk gives him amazing momentum and speed, but he's a bit slow to start.

Acceleration: Good
Top Speed: Excellent
Turning: Average

Dr. Neo Cortex

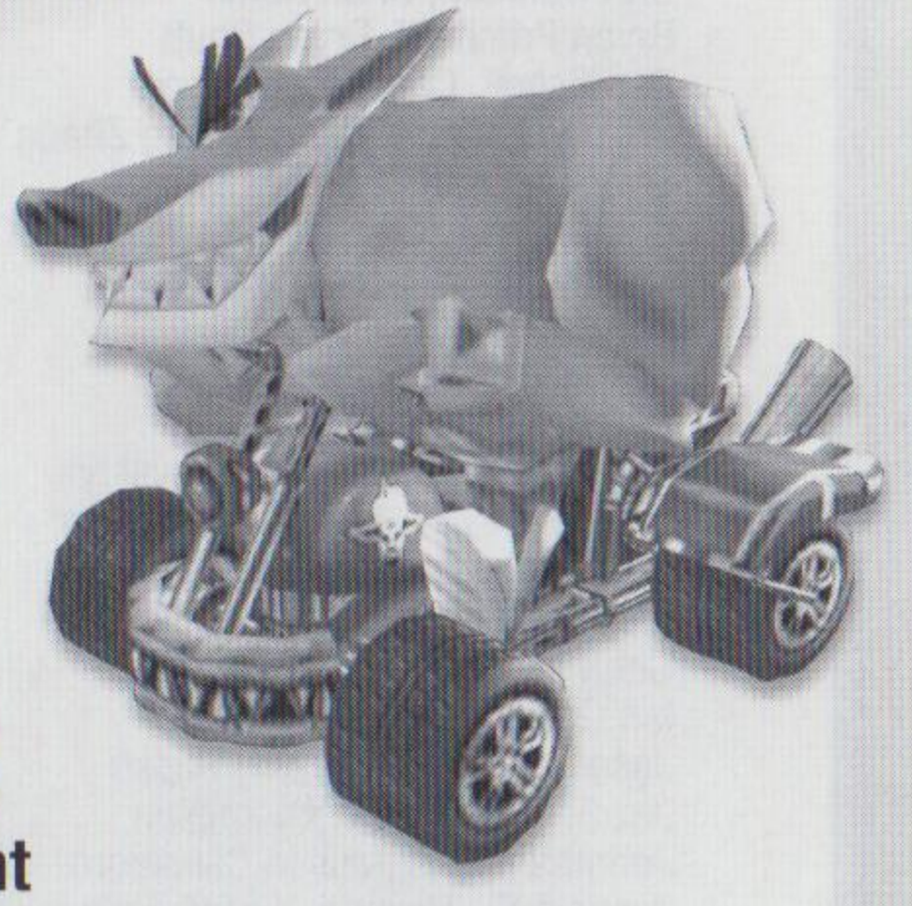
Crash's archenemy intends to defeat Crash once and for all with his team of racing henchmen. Like Crash, he excels at acceleration.

Acceleration: Excellent
Top Speed: Average
Turning: Good

N. Gin

This mechanical genius is Dr. Cortex's right-hand man. The rocket in his head hasn't affected his ability to rig a smooth ride on any vehicle he races.

ACCELERATION: Average
TOP SPEED: Good
TURNING: Excellent



Tiny

This hulking giant has served Dr. Cortex faithfully each time he has tried to take over the world. Like Crunch, Tiny has a need for speed (of course, Tiny thinks Crunch is just a soft-hearted copycat).

ACCELERATION: Good
TOP SPEED: Excellent
TURNING: Average

N. Oxide

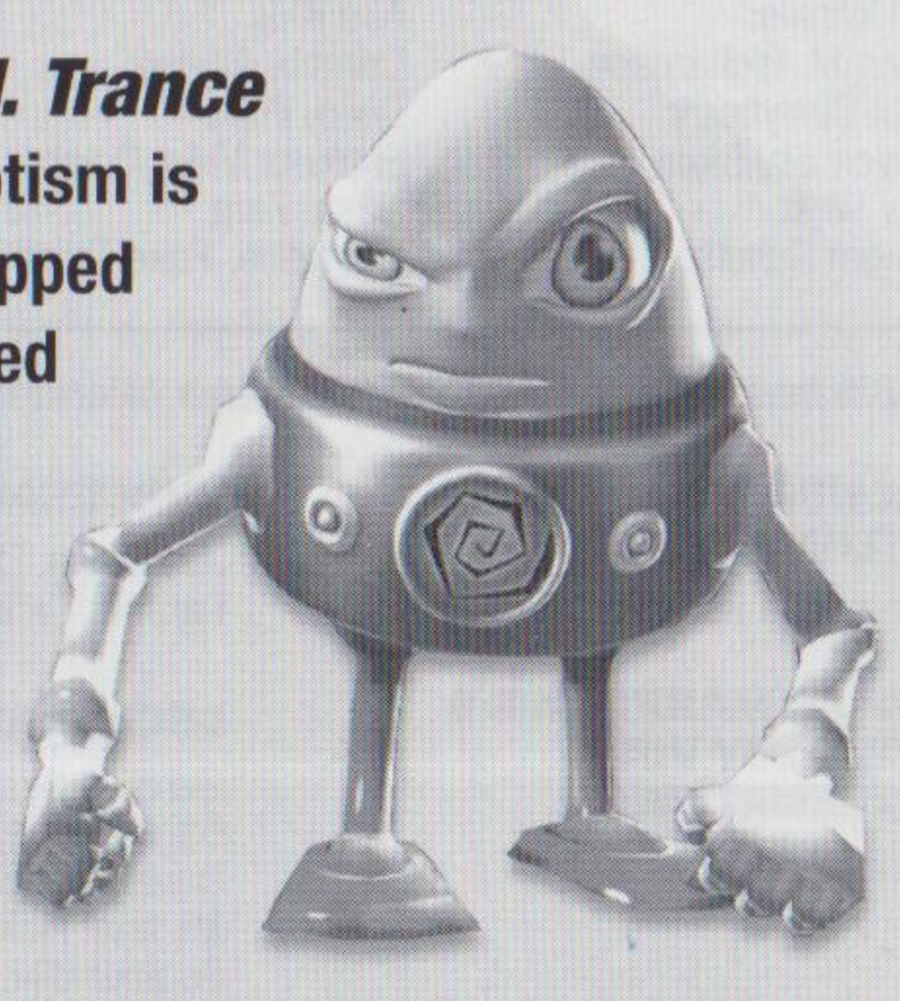
Still bitter over previous losses to Crash and his friends, Oxide is going to do everything he can to make sure that Crash loses this time. He's brought along his cronies Zam and Zem to help him out as well.

ACCELERATION: Excellent
TOP SPEED: Average
TURNING: Good

N. Trance

The egg-shaped master of hypnotism is out for revenge! He's even kidnapped Dingodile and Polar and brainwashed them so that they'll race for him. He'll try to get in the way at every turn of the track, so watch out.

ACCELERATION: Excellent
TOP SPEED: Average
TURNING: Good



CREDITS

Crash Nitro Kart™ Designed and Developed by Vicarious Visions, Inc.
www.vvisions.com

GAME DEVELOPMENT TEAM

Alan Kimball, Albert Vazquez
Alex Rybakov, Alexander Alexandrov
Alexey Anashkin, Andrey Efimov
Andrey Trusov, Andy Lomerson
Anton Zherzdev, Antony Arciuolo
Benny Raymond, Brendan Anthony
Bret Dunham, Brian Keffer
Bryan Pritchard, Bryan Shutt
Carl Schell, Casey Richardson
Charles Labarre, Chongguang Zhang
Chris McEvoy, Chris Sinclair
Chris Tanner, Christopher Winters
Chuck Homic, Colleen Brown
Dan Tanguay, Dan Webb
Danas Glodas, Derek Johnson
Di Davies, Dina Lesovaya
D.J. Wilsey, Dmitriy Buluchevskiy
Dmitriy Eliseev, Dmitry Yakimenko
Dmitryi Yakimovich, Drew Marlowe
Elena Epifanova, Gap Yuel Seo
Geoff Smith, Gregory Medoff
Ian Grossberg, Igor Shturtz
Jason Timmons, Jeremy Russo
Jez Sherlock, John Thompson
Jonathan Mintz, Justin Candeloro
Justin "JD" Devane, Karthik Bala
Marc Janas, Max Plotnikov
Michael Meischeid, Mike McCool
Mike Scavezze, Natalia Gorbova
Ng Raymond, Nikolay Gerasimov
Paul Smirnov, Peter Kudriashov
Richard O'Grady, Rob Caminos
Rob Gallerani, Rui Tong
Ryan Dy, Sean Murphy
Sergey Beliaev, Sergey Lebedev
Seth McCaughey, Sheng Jin
Stuart McKenna, Theodore Bialek
Tim Higgins, Tobi Saulnier
Travis Cameron, Vlad Aranov
Vlad Shubnikov, Vladimir Beliaev
Vladimir Starzhevsky, Wes Merritt
Yaming Di, Yin Zhang
Yuri Elshin, Zach Catel

SPECIAL THANKS

Naughty Dog, Guha Bala
Andrew Bond, Brian Osman
Dave Calvin, Luis Barriga
Tim Stellmach, and everyone at VV

VISUAL DEVELOPMENT

The Animation Academy and Vicarious Visions

BACKGROUND DESIGN

John Nevarez, Joe Pearson
Alan Simmons, Di Davies

CHARACTER DESIGN

Charles Zembillas

COLOR CONCEPTS

Snakebite, Rui Tong
Chongguang Zhang, Geoff Smith

KART DESIGNS

Perry Zombolis Jr., Andy Lomerson

PRODUCTION MODELS

Jose Lopez

PRODUCTION MANAGER

Erin Filoteo

CINEMATIC SCREENPLAY

Dan Tanguay

CINEMATIC PREPRODUCTION

Epoch Ink
Joe Pearson, Dave Chlstyk
Vincent Edwards, Keith Tucker
Bob Foster, John Fox
Robert Souza, Eric Lusk
Jennifer Graves

CINEMATIC ART PRODUCTION

Red Eye Studios
Theodore Bialek, Tom Happ
Jon Mack, Ethan McCaughey
Seth McCaughey, Cara Paul
Orde Stevanoski, Christopher Winters
Keliu Zhu

SOUND DESIGN

Technicolor Creative Services – New Media Audio

EXECUTIVE VP NEW MEDIA AUDIO

Ron Horwitz

SUPERVISING SOUND DESIGNER

Michael Gollom

SOUND DESIGNERS

Lydian Tone, Robert Arturo Ramirez
Jussi Tegelman

RE-RECORDING MIXER

Todd Anisman

CASTING AND VOICE DIRECTION

Margaret Tang
Womb Music

VO RECORDING/ ENGINEERING/EDITING/VO FX

Rik W. Schaffer
Womb Music

MUSIC

Ashif Hakik, Todd Masten

VOICE CAST

Clancy Brown	Uka Uka, Dr. Neo Cortex	Marshall Teague	Krunk
Mel Winkler	Aku Aku	John DiMaggio	Tiny
Kevin M. Richardson	Crunch, Advisor	Michael Ensign	N. Tropy
Debi Derryberry	Coco, Polar	Quinton Flynn	N. Gin, N. Oxide
Steven Jay Blum	Emperor Velo, Crash	Andre Sogliuzzo	Norm, Zem
Billy West	Nash, Zam	Paul Greenberg	Geary, Pura
Dwight Schultz	Dingodile, Fake Crash	Tom Bourdon	N. Trance, Velo Minion

---

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PRESIDENT & COO VUG INTERNATIONAL:

Christophe Ramboz

SVP OF MARKETING & STRATEGY VUG INTERNATIONAL:

Michael Fuller

EUROPEAN MARKETING:

Jon Sloan, Cédric Maréchal
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LOCALISATION:

Gerry Carty, Flavie Gufflet Dowling, Barry Kehoe, Fiachra Synnott, David Whelan, Vanessa Gampert, Michael Pickering, Craig Powell, Eoghan Whelan, Cedric Benoit, Seamus Walsh, Jerome Grandgeorge, Martin Riera, Ignacio Requena, Nico Regadera, Piero Pompei, Giammarco Tullia, Alessandro Montoncello, Rory Molloy, Tom Kennedy, Martin Schmalz, Cecile Lars, Pere Junca

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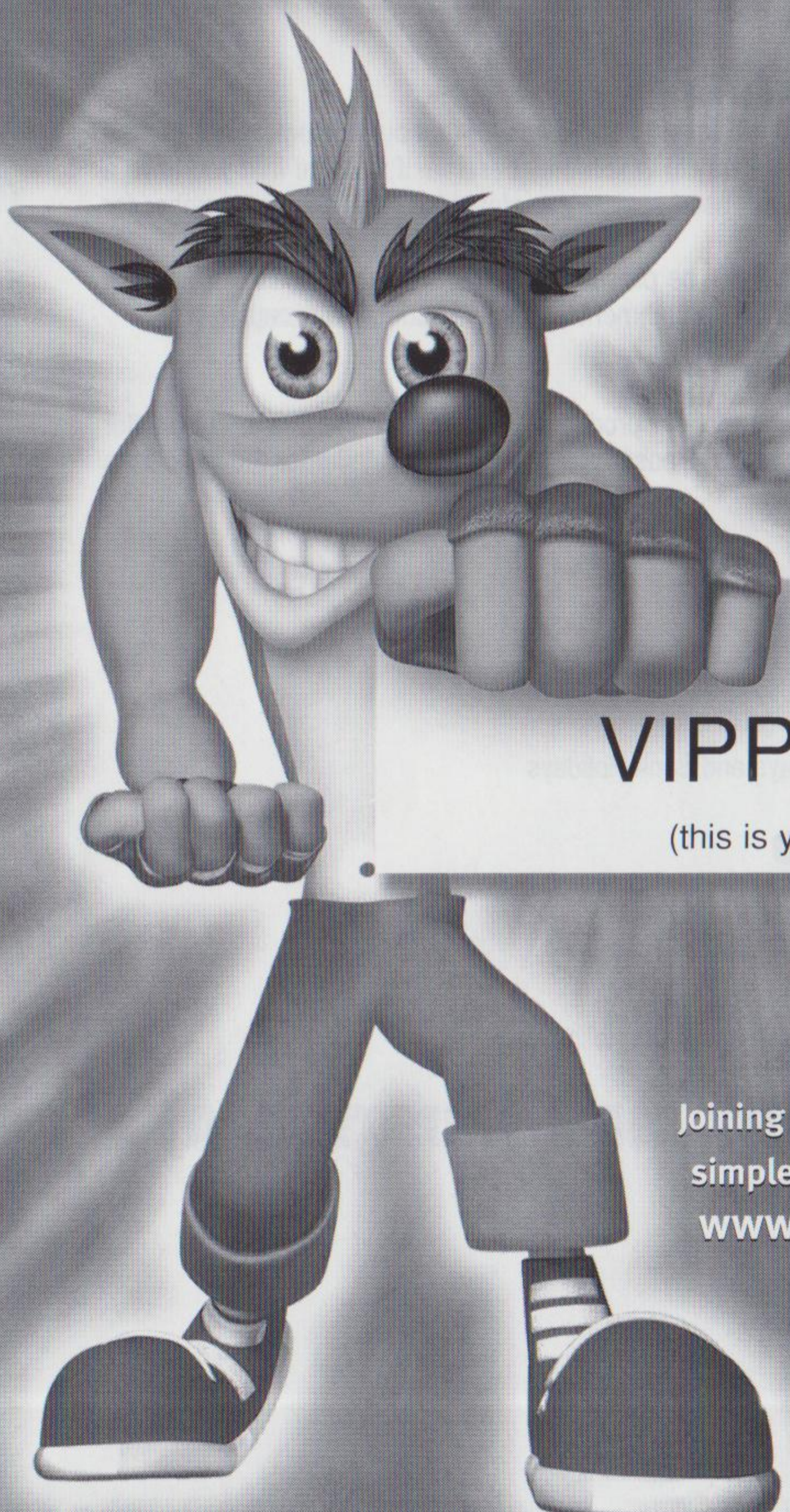

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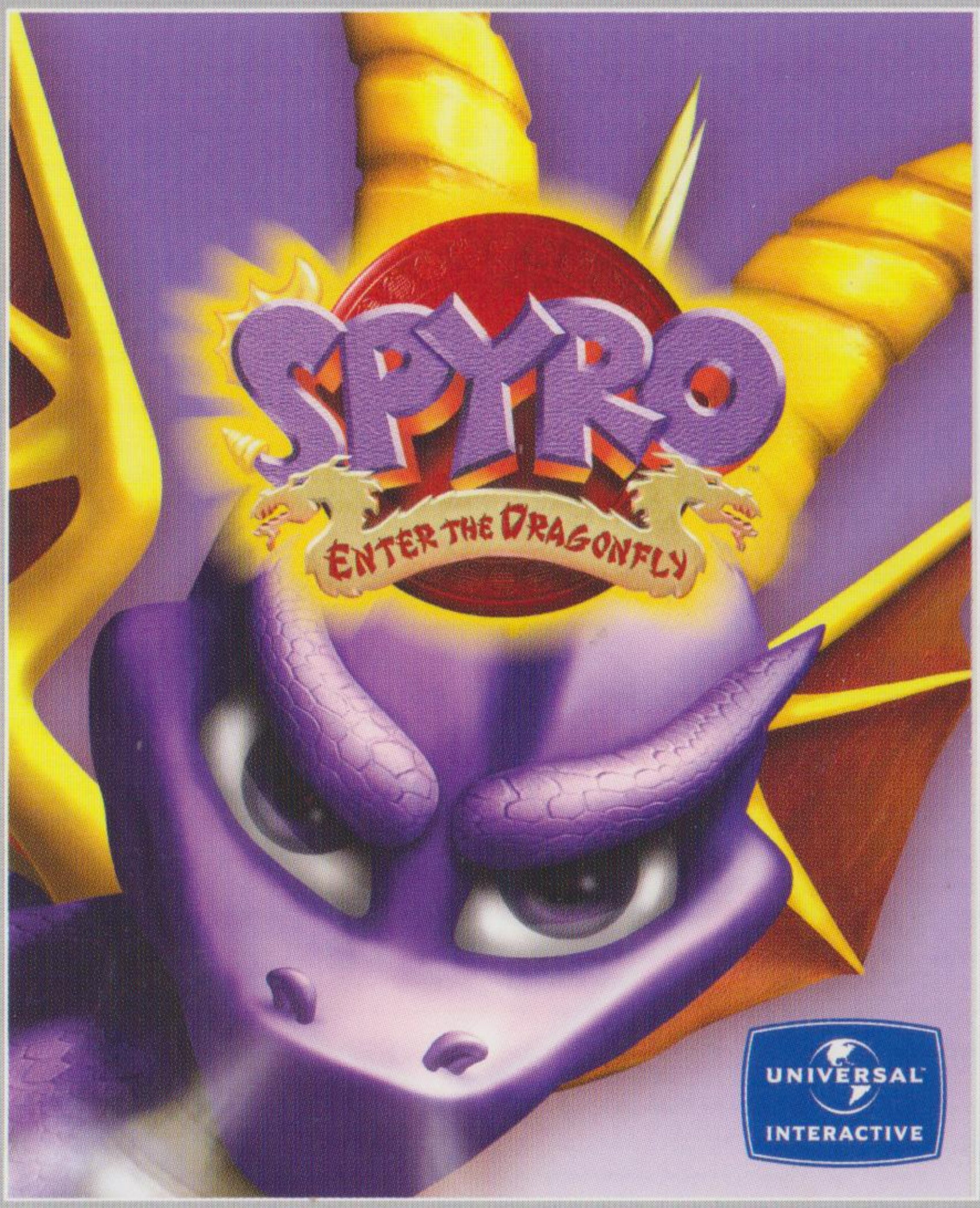

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